Red Clash	One player game (uses right side controller) Licensed "arcade game" can be played on your home video just like the "real thing" Demo mode feature shows how the game is played "Freeze" the game whenever you want to pause for any reason, resume action by pressing the "unfreeze" button Colours rotate at end of game and automatically switches to demo mode after 5 minutes non action. Highest score remains on screen so next player can challenge or try to beat your previous score Increasing levels of difficulty Great sound, action and colours Keep alert and move your rocket into position to meet the "red clash" Watch your "behind" as they will sneak up that way The final scene is magnificent Lots of fast paced action Fun for all the family
	"A solid port of the 1981 Tekhan arcade game (which was licensed to Kaneko in 1982), *Red Clash* lets players move their rocket in four directions, but the action scrolls vertically, and shots go straight up the screen. Gamers fire at flying saucers, aliens and other enemies (some of which approach from behind) while cruising through colourful canyons and starry outer space. The arcade version had a two-player alternating mode and a wider, more detailed rocket, but this version does boast some nice features, including pause, a demo mode, and a high score that remains onscreen." - Brett Weiss.